

Nintendo ENTERTAINMENT SYSTEM

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Nintendo of America, Inc.

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STARTROPICS™

INSTRUCTION BOOKLET

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



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Thank you for selecting the Nintendo Entertainment System® StarTropics™ Game Pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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PRECAUTIONS

- 1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- 2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak or the Control Deck.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
- 4) Store the Game Pak in its protective sleeve when not in use.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
- 6) Nintendo recommends against using a spot projection television with your NES as image distortion or the image may occur.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without notice.

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The Story

Hi. My name is Michael Jones, but my friends call me Mike. I'm fifteen years old and I live in Seattle Washington.

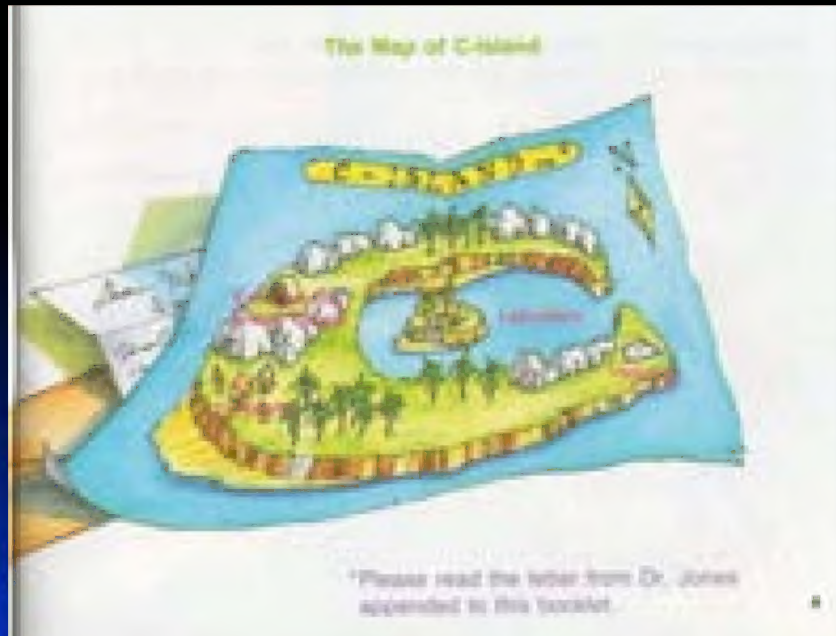


Have you heard of my Uncle Steve? Well, most people don't call him that, they call him Dr. Jones. He is a very famous archeologist who is looking for some lost ruins in the Coral Sea. I've never actually met him, but last week I received a letter from him inviting me to stay with him at his laboratory on C-Island.

I leave tomorrow on a helicopter! I bet I won't be able to sleep at all tonight. Well, goodnight.



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Today I landed on C-Island after a long helicopter ride.
The people are very friendly, and they all seem to know my uncle.



At C-Island

I sure like this village, but I haven't been able to find my uncle anywhere and no one here seems to know where he is either.

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Hi Mike!
I'm Chief Chonzo, a close friend of
your uncle's.

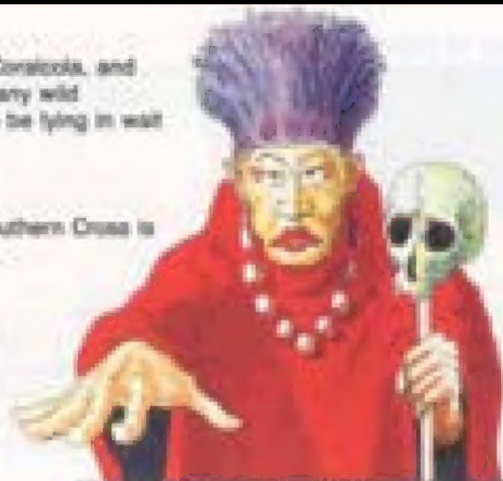
Listen! Try not to be upset...
Your uncle, Dr. Jones...
has been... abducted!!

Mike, you are the best hope of
rescuing Dr. Jones.

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I'm the Shaman of Control, and the Chief's sister. Many wild monsters are said to be lying in wait in the dark below.

But remember!
The magic of the Southern Cross is always on your side.



Look for the Southern Cross in the sky above to help you find your way.
Good luck!

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How to Start the Game

- Press any button during the Title screen to enter the Menu mode.



Menu mode

Creating your own Menu

- To start a new game, you create Menu by first registering your player name.
- In the Menu mode, use the SELECT button to choose REGISTER YOUR NAME and press START to enter the Register mode.
- Use the Control Pad to choose a letter and press the A button to give.
- When you finish registering your name, select END and press START to return to the Menu mode.



Register mode

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▶ Starting the game

- ▶ At the Menu mode, use the SELECT button to choose your Mode and press START to begin the game.



Menu mode

▶ Choosing an old Mine

- ▶ At the Menu mode, select the ELIMINATION MODE and press START.
- ▶ At the Elimination mode, select the Mine you want to attack and press START.



Elimination mode

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• Reviewing the previous chapter

You can replay the game from the beginning of the chapter you have experienced.

• At the Menu mode, select the REVIEW MODE and press START.

• At the Review mode, select the title you want to review and decide the chapter using the Control Pad. And press START to begin the game.



Review Mode

The Review Mode does not affect game data you have previously saved. However, anything you gain or lose in the review mode will not be saved.

*True Gamemasters always try the review mode, just to be certain that they haven't missed any important clues.

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Storing the game

Your game data is saved automatically, so you may turn the power off or reset any time you stop, except when the following message is being displayed on your screen:

NOW SAVED YOUR DATA
REFRAIN FROM TURNING POWER OFF
OR RESETTING

A battery is used to retain the player's game data for two years. However, depending on the conditions under which the Game Pak is kept (such as exposure to high temperatures, etc.), the life of the battery may be shortened.

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How to Play the Game

Start-screen consists of two different phases: the Travel Stage and the Battle Stage.

During the Travel Stage

Moves Menu
(Sub-E)



Checking Status



For Sub-C Submerging
(You need the ID code to start
the submerging system.)

*Mia can't use any weapons or items during the
Travel Stage.

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RELATIONSHIPS

Initial relationships are friendly and warm and you are
TIP: responding to them.



Focus a person then press the A button to bring up
the person's words on the screen.
The conversation progresses by using the A button.



Always indicate
if there is more
to the story.



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When Link enters a tunnel or cave, the Battle Stage begins.

During the Battle Stage

Moves Link



ATTACK

JUMP

Use to quickly choose a new weapon without stopping the battle.

Pause/Start

(Link's status in Battle Stage)



For choosing a weapon or using magical items.

Basic weapon

Link's energy

Number of lives remaining

State

Special weapons

Quintessence of Medicine

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Use the following to equip a weapon or using magic items.

•Choose a weapon

Move the leftlight Control Pad to choose any of the weapons like sword.

Press START to return to the battle.



Inventory

List of weapons

•Use magic items

First of all, move the up/down Control Pad to scroll the screen to the list of the magic items. Move the leftlight Control Pad to choose any of the magic items.

And press the B button to use the magic item.

Press START to returning to the battle.



Up/down

Control Pad



Inventory

List of magic items

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5 Hearts for Mario's energy

At the bottom of the screen, hearts appear indicating Mario's energy. When Mario is attacked by an enemy, one of these hearts turns white. If all hearts turn white, it means Mario loses a life.



The life level shows the max capacity of Mario's energy. It will be increased when you advance to a new chapter.

When Mario loses a total of three lives, the game is over. You must try again from the beginning of the Battle Stage.

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8. Fight enemies with your staff

When you're in a battle with the Golem enemies, the shield goes. The shield goes is an important that you can do damage to avoid all of your enemies.

However, the tough enemies beat you. So you need the help of special weapons or magic items, which are hidden in the underground. You'll need to find these hidden items in the Battle Stage.

Your collected weapons and items are displayed with each score. Followed by a number indicating how many items are left.

When you lose a life, you have to give up all of your special weapons and magic items, which you have collected.

You can't carry over any special weapons or magic items to the next Battle Stage.

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Basic Special Weapons

a) Three types of basic weapons



a-1



Red Bomb

The legendary weapon passed down from C. It can explode.



a-2



Red Bomb

The Queen of the world's powerful weapon. You must have the red bomb to be able to use it.

a-3



Red Bomb

This weapon is only required to use, and it is used that you must have the red bomb to use it correctly.



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Special messages



Press the B button to throw and catch it again to split them.

And other special messages will help you!

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Many Home

• (Fast) awarded for the great points in play



• (Fast) awarded

Fast reward. Miss a penny by one more.



• (Fast) awarded

Collecting a total of five stars and receiving five awards by one more.

• (Fast) awarded

Collecting the great points in play by using the award given.

• (Fast) awarded for the great points in play



• (Fast) awarded

Receiving five stars in the award which shows the maximum quantity of the award.



• (Fast) awarded

Receiving five stars in the award.

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Image Name



A Image Name of temporary status
depending to store for later work

And other Image Name will help you!

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Characters



Poliwhirl
A slug with acid waves.



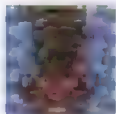
Poliwhirl
A dirty rat roaming around in the sewers.



Poliwhirl
A Snake character that goes underground.



Poliwhirl
A giant little bug.



Poliwhirl
A huge pig monster attacks the cave of Grendel.



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Greenhouse



Greenhouse
A hopping frog that can crawl on the ground.



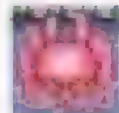
Lizard
A mutant creature with horns.



Insect
A large, slow creature.



Blob
A lowly, slow creature that can crawl on the water.



Spider
A large, slow creature.



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Blue Bird
One tough bird.



Green Bird
A winged, mutant
elfish monkey.



Red Bird
A mutant catfish.



Red Bird
A gamey golden that
imitates the love song.



Red Bird
A gamey golden that
imitates the love song.



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Enemies



«Skeleling»
A skeleton canine.



«Koopa»
A little blue alien.



«Ghoul»



«Ghoul»

The ghosts with the most.



«Skull»
A flying menace.



«Bee»
A flying menace with bad luck.



«Piranha»



Many other enemies await you as well

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A man with reddish-brown hair, wearing a blue t-shirt and glasses, is pointing his right index finger towards a star chart in the upper left quadrant of the page. The star chart features several bright blue stars connected by thin white lines, forming a cross-like pattern. The background is a dark, textured grey with scattered white specks representing distant stars.

The Southern Cross is one of the most beautiful of the constellations in the southern sky. Island sailors use the Southern Cross as a guide for navigating the often dangerous island waters.

In addition to its use in navigation, the island mystics tale of the strange power that the Southern Cross is said to give to those who look to it is true of course.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that console Cords and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 504-000-003-90-4.

